

# SYSTEM AND METHOD OF TRANSMITTING DATA PACKETS

## Abstract of the Disclosure

A system and method of transmitting data packets. The system determines one or more system conditions of the server computer and modifies a process of transmitting the data packets from a server computer to a client computer, the modifying based at least in part upon the determined system conditions. The determined system conditions can include: (i) the number of forced processings of network events, (ii) the number of clients computers that are behind their scheduled delivery time, (iii) the number of client computers that have requested streamable data objects, (iv) the total byte count of the streamable data objects that have been requested by the client computers, (v) the number of the streamable data objects that have been requested by the client computers, (vi) the number of streamable data objects that are maintained by the streaming media server, and/or (vii) the actual transmission rate of the streaming media server with respect to the client computers. In one embodiment of the invention, the server computer aggregates data packets prior to transmitting the data packets to a client computer when the load of the server computer becomes high or extremely high.

PATENT

S:\DOCS\EMN\EMN-4054.DOC  
113099